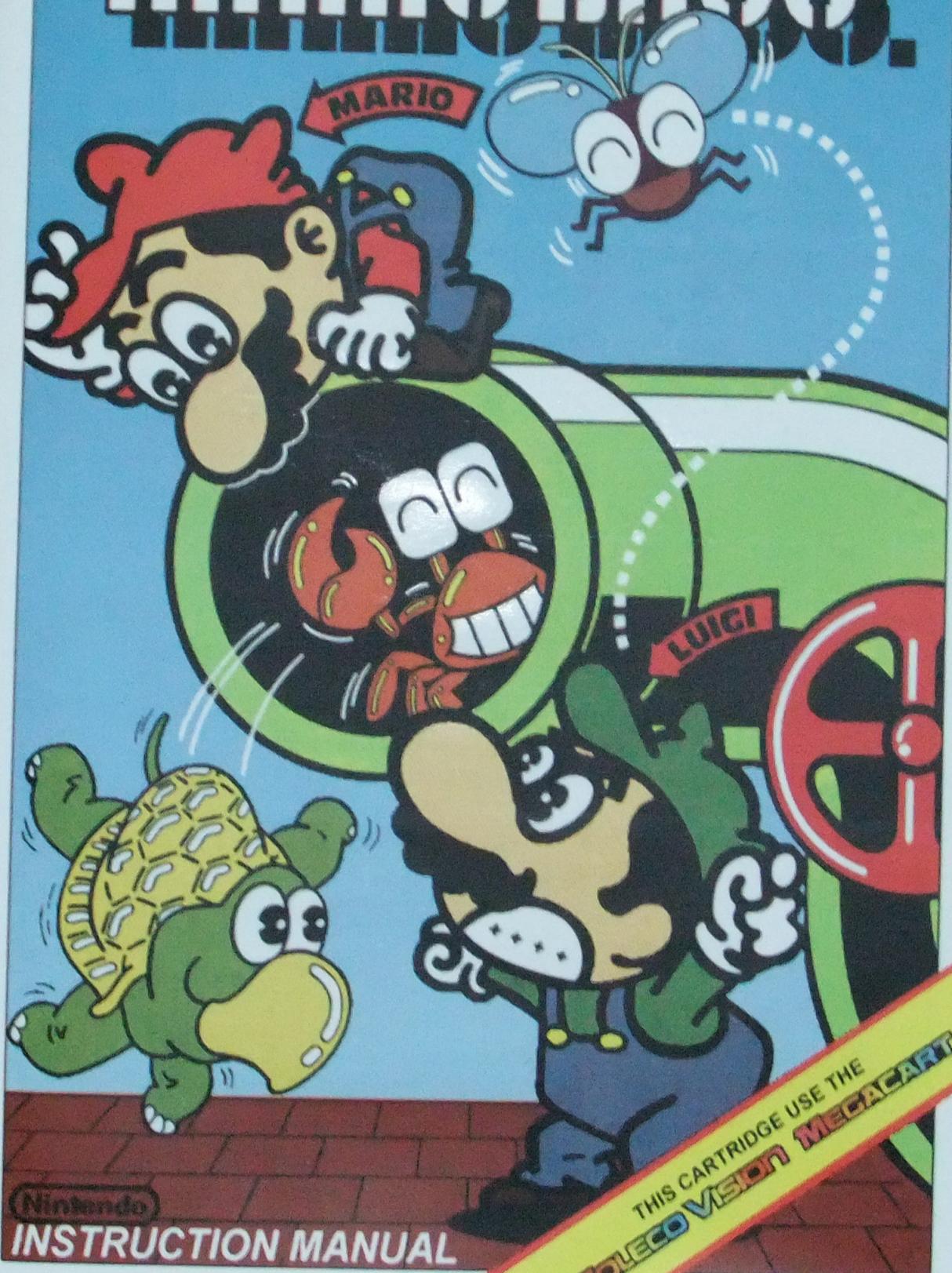


MARIO BROS.™



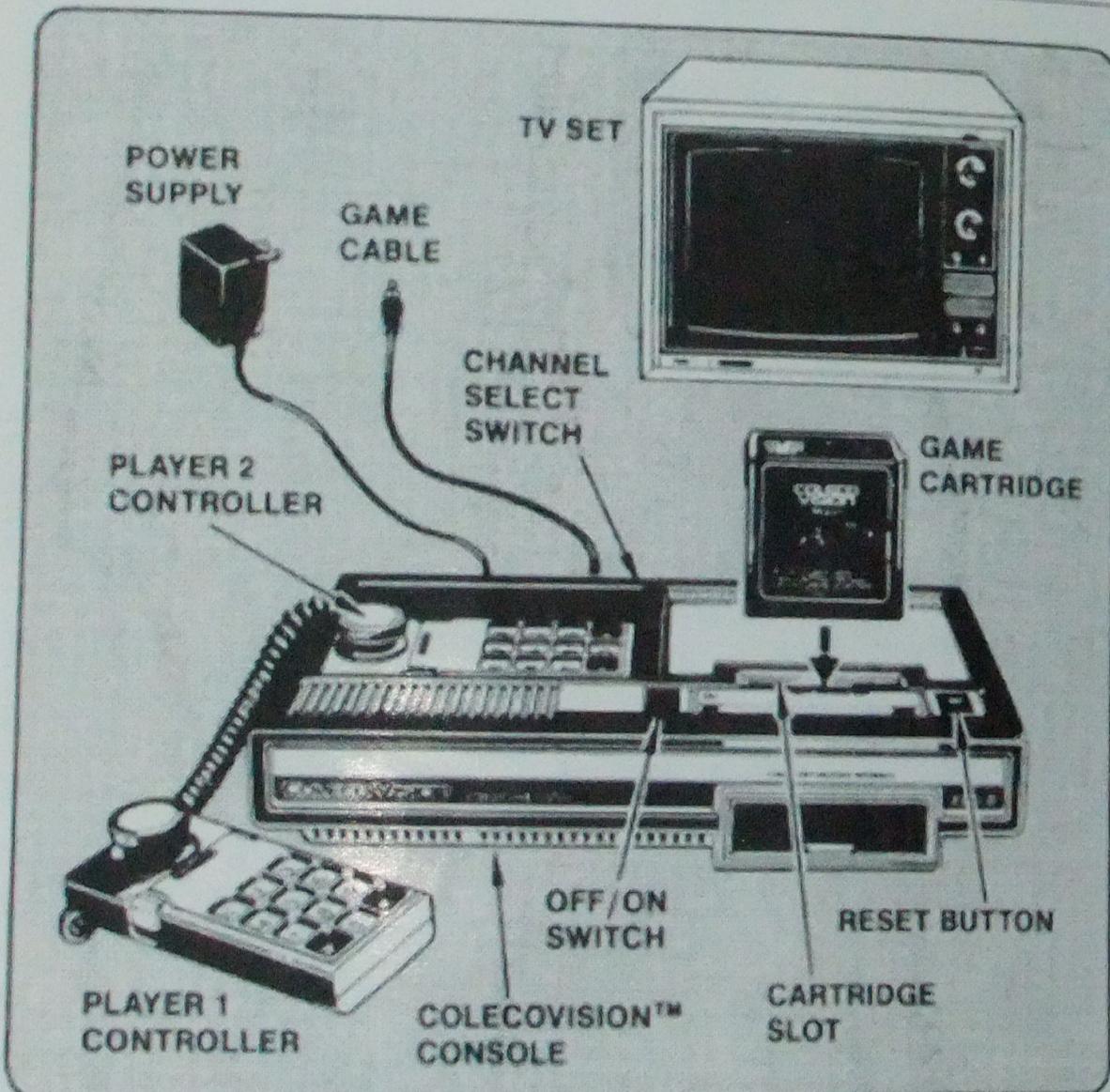
Nintendo
INSTRUCTION MANUAL

THIS CARTRIDGE USE THE
COLECO VISION MEGACART

GAME DESCRIPTION

You can play alone, or team up with a friend as Mario and Luigi tackle this underground adventure together. There are plenty of cagey critters to conquer – turtles, crabs and fighter flies, to mention a few. You'll progress through endless levels of challenge collecting gold coins and building your score as you go.

GETTING READY TO PLAY



- Make sure the COLECOVISION™ console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned to same channel as the Channel Select switch on the console.
- To play one-player Mario Bros.®, use the controller in Port 1 (the rear jack). To play two-player Mario Bros.®, use both controllers.
- ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE. Turn Off/On switch to On after cartridge is inserted.

USING YOUR CONTROLLERS



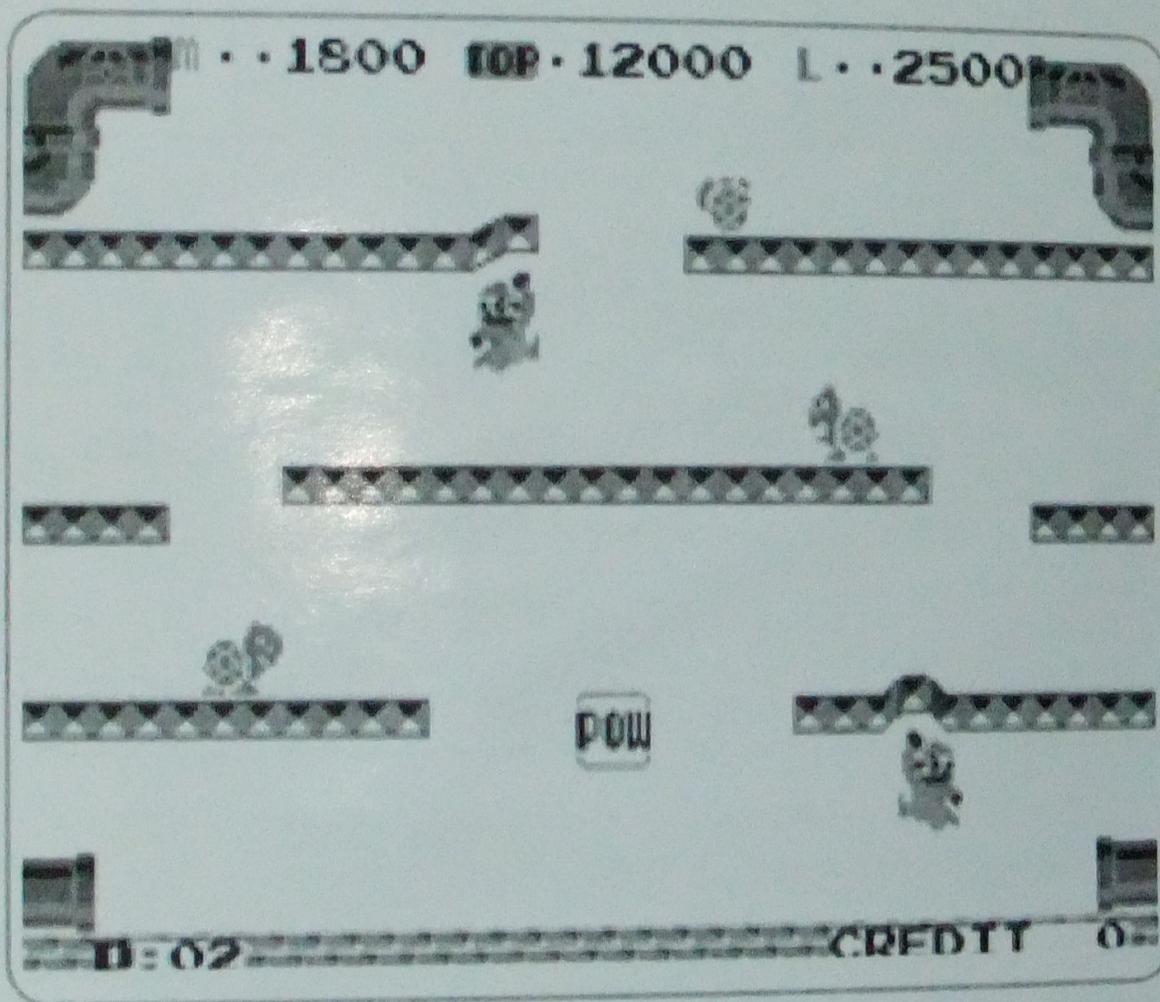
1. Keypad: Keypad Buttons 1-2 allow you to select a Game Option before beginning to play.
2. Control Stick: Pushing the Control Stick left or right causes Mario & Luigi to move in that direction.
3. Side Buttons: Pressing the Side Buttons make Mario & Luigi jump.

HERE'S HOW TO PLAY

NOTE: Only Mario appears in the 1 player game. Both Mario and Luigi appear in the 2 player game.

STEP 1: The choice is yours.

Press the Reset Button and the title screen for Mario Bros.[®] will appear on your TV. Press the number 5 on your keypad to add game credits. Then press either the number 1 on your keypad for a 1 player game, or the number 2 on your keypad for a 2 player game.



Team Play:

Here you cooperate with each other. One player punches the enemy down, and the other finishes him off by kicking him. The game proceeds quickly and you can expect a high score. This is the perfect game for players that are good at team work.

Competition:

Ruin the other player's plans and play tricks on him. Make your opponent get killed by a bad guy: When your opponent attempts to kick a fallen bad guy, punch from below and help the bad guy up...or send your opponent flying toward a bad guy by punching him from below or pushing him. (If you get pushed, escape by jumping.)

STEP 2: Kick them when they're down.

The game involves punching the bad guys that fly out of the pipe and then kicking them. When the bad guys are punched, they fall over backwards and remain stunned for a certain period of time. After that, however, they get up (if you let them) and renew their attack even faster because they are mad at you.

STEP 3: Fighting techniques.

Turtle – Down after 1 punch.

Crab – Irked after the first punch, it goes down after the second.

Fighter Fly – Punch it just as it lands. Down after 1 punch.

Note: A downed character gets up if punched from below. If the character gets up on its own it moves faster than before. The last remaining character also moves extra fast.

STEP 4: Walls can't stop you.

Mario (and Luigi) can walk through the left edge of the screen to reappear on the right and vice versa.

STEP 5: Pick up some loot.

Earn points by grabbing the coins that come out of the pipe when a character is kicked down! Also grab all of the coins within the allotted time during the bonus round, and you will be awarded a perfect score bonus on top of the regular coin points!

STEP 6: POW!

Punch the POW and the characters on all the floors are knocked over. They will get up eventually, so be careful. Things like fire balls disappear.

Note: The POW disappears after it is hit 3 times.

SCORING

Turtle	First Hit	10 pts.
	Killed	800 pts.
Crab	First Hit	0 pts.
	Second Hit	10 pts.
	Killed	800 pts.
Fighter Fly	First Hit	10 pts.
	Killed	800 pts.
Fireball	Killed	1000 pts.
Freezie	Killed	500 pts.
Coins		800 pts.

POINTS REQUIRED FOR EXTRA LIFE

Skill 1: 20,000 pts.

